

## ABSTRACT OF THE DISCLOSURE

A system and method for creating computer-based simulations, using database entries and menu selections, rather than writing complex software code. A new authoring language  
5 is used to enable programming of interactive learning in the form of educational software that may include games, tests and electronic books, where such programming retrieves object based data, such as text or pictures, from a simulation database. The simulation database queries any number of preconditions established by the author and applies a chance value in a range to create an element of randomness for the user to experience. Randomness created  
10 with this system provides a realistic experience not available in traditional forms of computer-based learning without advanced computer programming skills and extensive capital investments. The object based programming enabled by the system allows users to update the database with minimal effort to manifest modifications in training techniques and material.